

ZAP \$10 OFF PRICE OF

LaserScope™

FROM  **KONAMI®**

Arm yourself with the most advanced, hi-tech tactical advantage available today, when you team-up with LaserScope...the ultimate secret weapon from Konami!

SEE BACK FOR DETAILS



REACH A
WHOLE NEW
DIMENSION IN
GAME PLAY WITH
LASERSCOPE...
NOW!


PRINTED IN JAPAN

Nintendo ENTERTAINMENT SYSTEM

NES-20-USA

HOW TO PLAY

LASER INVASION

 **KONAMI**



KONAMI INC. LIMITED WARRANTY

Konami Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center.



This official seal is your assurance that Nintendo® has reviewed this product and that it fulfills our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

This game is licensed by Nintendo® for play on the



This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Konami Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510
(708) 215-5111

Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.

Nintendo ENTERTAINMENT SYSTEM

CONGRATULATIONS!

You're now the proud owner of Konami's Laser Invasion for the Nintendo Entertainment System! We suggest that you read the following instructions thoroughly before playing with firepower!

TABLE OF CONTENTS

INTRODUCTION	4
YOUR OVERALL OBJECTIVE	6
HOW TO BEGIN	7
MISSILES/CONTINUE MODE	8
YOUR SECRET WEAPON	9
AERIAL COMBAT MODE	10
LANDING MODE	13
GROUND COMBAT MODE	14
OBJECTS OF DESIRE	15
3D CONFUSION MAZE MODE	16
THE GOON SQUAD	18
PLANES, TANKS & AERIAL MINES	20
TAKING CARE OF YOUR GAME	22



Nintendo ENTERTAINMENT SYSTEM

**DURING THIS TECHNOSCORCHING
HOT SUMMER OFFENSIVE YOU MUST REMAIN
COOL UNDER FIRE!**



Nintendo ENTERTAINMENT SYSTEM

Who knows what lurks in the minds of hot blooded psychopaths. In the case of the infamous Sheik Toxic Moron, oil fields, luxury limos, his harem and world domination top the list.

Unfortunately for the fate of us all, world domination is currently the Sheik's primary motivator, as he prepares to unleash the most devastating weapon ever conceived by mankind — The TechnoScorch Missile. This earth shattering missile is capable of traveling 37,000 miles in exactly 13.8 minutes. Which means no metropolis, not New York, Washington, London, Paris, Moscow or Evansville, Indiana, is beyond the range of Sheik Toxic Moron's burning desires.

In response to this international crisis, leaders from across the globe have gathered in private to select the one man or woman with the skills necessary to put a halt to the Sheik's ambitions. ...before it's too late. That one gifted modern day warrior must have the ability to fight on the land and in the air. He or she must be capable of making contact with hidden informants, and then be able to decipher their leading or misleading clues. But most importantly, the chosen one must have the ability to withstand weeks, perhaps months in a hostile environment where an intense fire fight rages 24 hours a day...

ATTENTION. WE INTERRUPT THIS INTRODUCTION FOR A BULLETIN FROM THE WORLD'S JOINT CHIEFS OF STAFF. THE SMOKE HAS RISEN FROM THE U.N. CHIMNEY. THE MISSION COMMANDO HAS BEEN SELECTED. FOR SECURITY REASONS, THAT NAME CANNOT BE REVEALED HERE. TO FIND OUT WHO THAT PERSON IS, CHECK YOUR BIRTH CERTIFICATE AND LOOK FOR THE CODED MESSAGE THAT APPEARS UNDER THE HEADING: NAME.

Nintendo ENTERTAINMENT SYSTEM

YOUR MAIN OBJECTIVES

Your mission is to infiltrate the Sheik's Sand Storm Command Center, then gather strategic data that will lead you to your destiny—the destruction of the Sheik's newly deployed TechnoScorch arsenal.

But to accomplish this deadly task, you must have numerous destructive skills, including the ability to wage all-out warfare at the controls of the army's newest attack copter—the Laser Invasion Helijet. You must also be an incredibly gifted radar reader, ground attack artist and a specialist in the field of intelligence gathering.

Each of these skills will come into play as you risk your "rutabaga" (that's the military's official codeword for life) battling through three brutal modes: The Air Combat Mode, the Ground Warfare Mode and the 3-D Confusion Maze Mode. Additionally, there's a Helijet Landing Mode, which can be just as deadly when you consider the hazards of putting a chopper down in an unpredictable and hostile environment.

Lucky for you and your next of kin, you'll have three to five "rutabagas" to spare when you begin your assault. Each time you score 10,000 points you'll be given an extra one. Naturally, if fate takes a nasty twist and the enemy suddenly has your number, you'll lose a "rutabaga." You'll also lose one if you crash and burn or run out of precious fuel. When all of your "rutabagas" are lost, your mission will abruptly end.

PLANNING YOUR OPERATION (PRE-ATTACK INSTRUCTIONS)

When the opening screen appears, use the Select Button to choose either GAME START or OPTIONS, then press the Start Button. If you select OPTIONS, the following decisions must be made:

Sound— Turn the “blast-a-move” music On or Off.

Mode— Normal: Helijet nose goes UP when you press the Control Pad Up, and DOWN when you press the Control Pad Down.

Reverse: Helijet nose goes UP when you press the Control Pad Down, and DOWN when you press the Control Pad Up.

Input— Control Pad: Mission is guided by Controller.
LaserScope™: Mission is guided by both the LaserScope and the Controller.
Zapper®: Mission is guided by both the Zapper and the Controller.

Players— Decide whether you want to risk 3, 4 or 5 “rutabagas.”

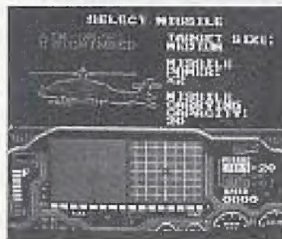
LaserScope Practice— The LaserScope Aim Correction Screen will appear when you press Start.

After you've made your command decisions, press the Start Button and the Title Screen will reappear. Select GAME START and then press the Start Button to begin your fateful mission.

CHOOSING THE MISSILE THAT'S RIGHT FOR YOU

When the mission begins you'll initially receive orders. You can scroll through these orders by pressing the A Button, or speed them up by pressing the B Button (press the A and B Buttons together to change to the next screen). Next, you must load your helijet with missiles. Only a limited number of missiles can be carried, so choose wisely, pressing the Select Button to pick a missile and the A Button to lock and load. [Note: See the Aerial Combat Mode for a detailed description of missiles.]

After you've chosen your means of destruction, press the Start Button.



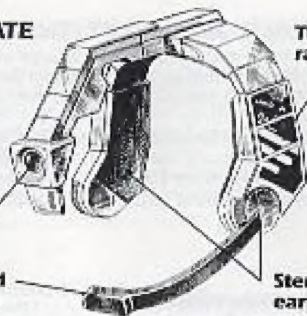
HOW TO CONTINUE YOUR ASSAULT

When GAME OVER appears, don't freak out. Instead cheat fate by pressing the Control Pad Up or Down to select CONTINUE. Next, press the Start Button to return to the exact point where you bit the dust...or should I say sand! You can only perform this life saving maneuver five times before the Grim Reaper catches on.

**PRESENTING THE ULTIMATE
IN SECRET WEAPONS –
THE KONAMI
OPTICAL TARGETING,
MULTI-DESTRUCTIVE
LASERSCOPE**

**Optical targeting lens
with cross hairs for
accuracy**

**Voice activated
firing control**



**Turbo switch for
rapid firing**

**Stereo compatible
earphones**

When you're looking down the barrel of a loaded rocket launcher, you'd better utilize every tactical advantage available to you. In today's modern world, that means arming yourself with Konami's LaserScope, the voice activated optical targeting headset.

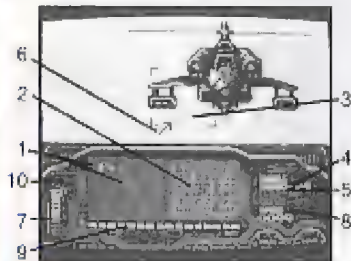
Based on sophisticated jet fighter technology, the LaserScope allows you to seek and destroy in ways that you never dreamed possible. Simply make visual contact with your target. Zero in on that bad boy. Then give the command to fire. Whoa! He won't know what hit him. LaserScope operating instructions: Visually line up the cross-shaped cursor with the square targeting sight on the screen, then give the command to "Fire!" If the square is highlighted in white, the LaserScope aim is OK. If you're not hitting the mark, readjust the LaserScope on your head, making sure it fits correctly, or adjust the monitor brightness so the screen is darker.

Note: The LaserScope can be used with all NES™ Zapper games.

HOW TO REALLY AIR IT OUT (THE AERIAL COMBAT MODE)

In this initial attack mode, you'll pilot the Laser Invasion Helijet, going missile to missile against the Sheik's Vulture Squadron. Until you face the ultimate air strike against the Sheik's Mega Marauder, which you must destroy before landing at the 3-D Confusion Maze.

Before you face these fanatical "Fizzawoppal Lazee-zaas" (that's the secret code word for kamikazes), it's crucial that you select an arsenal of missiles that you're comfortable with. You can choose either 40 Missiles, which are great in number, but have a narrow aiming range and mild explosive capacity. 20 missiles, with an average aiming range and a



1. Wide Area Radar

This long range radar will keep you abreast of the dangers ahead. "O" represents the Sheik's base. "F" indicates the position of a friendly refueling station.

2. Immediate Range Radar

Keep a constant eye on this radar, or else you could be in for a big surprise. Your Helijet is represented as a large triangle. Enemy fighters are represented by large dots. And small dots represent enemy missiles.

3. Vulcan Cannon Sight

Line up with enemy fighters, missiles, tanks, aerial mines, etc., then zero in and blast their "nuzabagas"! (Only appears when LaserScope is not being used).

4. Remaining Missiles

A friendly reminder of just how much firepower you have left.

Nintendo ENTERTAINMENT SYSTEM

slightly greater explosive capacity. Or 10 missiles, with a wide aiming range and incredible explosive capacity.

As you take the controls of the Laser Invasion Helijet, you'll notice vital optional systems. They are an Extra Fuel Tank, which allows you to fill the tank once while in flight. Ground Bombs, which will decimate ground enemies in a flash (five per Helijet). And the secret Chaff Activated Protection System, which can protect your "rutabaga" from enemy missiles for a limited time (ten per Helijet).

It's also critical that you know your control panel and understand the function of each indicator. Thus, the following information should be ingrained in your brain!

5. Remaining Optional Equipment

Tells you how many Extra Fuel Tanks, Ground Bombs and Chaff Activated Protection Systems you have at your disposal!

6. Missile Lock-On Range

Once you've zeroed in on an enemy, the LOCK-ON ARROW will appear. If you fire a missile immediately after this arrow appears, the missile will track down the enemy and destroy him like the rabid dog he is. (Note: The Lock-On Arrow will not appear when you are using the LaserScope.)

7. Fuel Gauge

"F" indicates your tank is Full. Empty indicates you've run out of fuel.

8. Air Speed Indicator

When this gauge reads "0" you are in the HOVERING MODE.

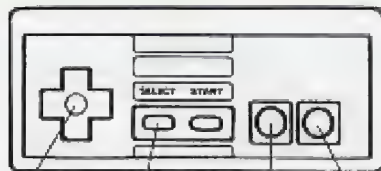
9. Damage Meter

This clues you in on the amount of damage you've sustained. It decreases in value each time your Helijet is hit. If it reaches "0" well...you can kiss your "rutabaga" goodbye.

10. Danger Lamp

It will flash on and off when an enemy is hot on your tail.

Nintendo ENTERTAINMENT SYSTEM



Control Pad Select Button B Button A Button

A Button

Press to decrease speed. Remember, when your *Air Speed Indicator* reaches "0" you're hovering.

B Button

Press to fire your *Molcan Cannon*. For rapid fire, hold down. To fire a missile, make sure you've chosen missile with the *Select Button*, then press the B Button twice quickly. To use your optional equipment, use the *Control Pad* to make a selection, then press the B Button twice quickly.

Note: When using the *LaserScope*, missiles are fired by moving the cross-shaped cursor onto an enemy, and then giving an *Audio Command*.

Select Button

Press to choose either missiles or one of your optional pieces of equipment.

Control Pad

Press Up, Down, Left or Right to control your *Helijet's* flightpath.

LANDING. IF YOU DON'T TAKE IT SERIOUSLY, IT'LL CRACK YOU UP

The Military Department's Aviation Technology Manual defines landing as a "controlled" crash. Which means if you aren't in complete control of your Helijet when touching down, you should probably get out of the flight game and go into something more sedate, like needlepoint or macramé.

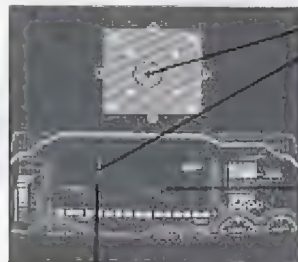
To help ensure that your lifelong career in the military continues, here are your landing instructions. Follow them carefully when landing at friendly refueling stations or the enemy base.

1. When your Helijet approaches a refueling heliport or the enemy base, a message will flash on your screen. As you begin hovering over the landing zone (by pressing the A Button to reduce your air speed), the screen will automatically switch to the Land Mode.

2. Use the Control Pad to center your **LANDING SIGHTS** directly above the **LANDING POSITION MARKER**.

3. Next, use the A Button to adjust your altitude. Press to go up. Release to descend. After landing, you can replenish your fuel, make repairs and load more missiles and optional equipment onto your Helijet.

Note: The degree of difficulty you experience will vary, depending on the wind conditions at your landing location. If you make an error landing, you will not lose a "rutabaga." In fact, you can attempt to land as many times as you like... at least, until you run out of fuel.



Landing Sights
Wind Velocity
Gauge

Altitude
Indicator

Landing Position Marker

LAND WARFARE HO!

After you've wiped out the Sheik's Vulture Squadron, you must land at his Sand Storm Command Center, then utilize all of your will-power and firepower to exterminate his snaggly toothed goon squad. Needless to say, you won't meet any thinly veiled harem dancers at this war torn oasis!

Immediately after you land and exit your Helijet, the battle will begin. Your only weapon will be a standard military issue hand gun. But as you pick off pest after pest you'll get opportunities to capture additional ammo plus replenish your life.



Injury Meter

A decreased meter makes for a deceased player.

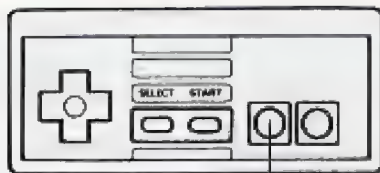
Targeter

First, use the Targeter to get an enemy in your sights. Next, blast away! (Not seen when using LaserScope.)

Remaining Bullets

Tells you exactly how much ammo you have. As you blast certain key items you can increase your supply up to 99 bullets.

Nintendo ENTERTAINMENT SYSTEM



B Button

B Button

Press to fire your gun. If using the LaserScope, optically target the enemy, then give the command to fire. If you're using the Zapper, simply aim and shoot.

Objects of Desire

These life saving objects are often found inside of boxes. When you blast these boxes, the objects will appear. To acquire an object, simply shoot it.

Bullet Boys

Adds to your
ammo



Heart Starter

Regenerates your
life line.

IF YOU SURVIVE THE 3-D CONFUSION MODE, IT'LL BE SIMPLY A-MAZE-ING!

If you have the brute force and sheer luck to survive the outskirts of the Snork's Sand Storm Command Center, you must then infiltrate his 3-D Confusion Maze.

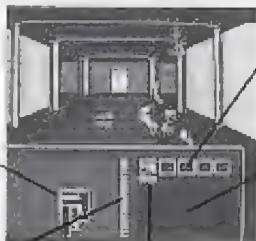
Here you'll find underground allies who will give you valuable clues that will lead you

Map

The arrow indicates your current position. Whenever you change direction, the arrow shows which way you've gone. Areas that you've travelled through will be charted in the lower left of the screen.

Injury Meter

This gives a graphic display of the injuries you've sustained, and will give you an idea of exactly how long you've got to live.



Remaining Bullets

Displays the number of shots at victory you have left.

Note: If you run out of bullets and continue to press the A Button, you will automatically be sent back to a previous room. (Something you should probably avoid, unless you enjoy being lost without a clue.)

Objects of Desire Indicator

Remember, crucial objects are hidden throughout the maze. Once you've located an object it will appear here.

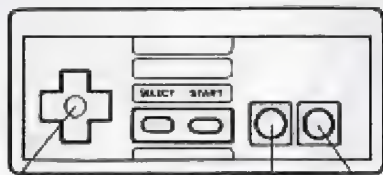
Messages/Time Counter

When you bump into an old ally, his message or clue will come across loud and clear here. If a dire situation calls for it, a clock countdown will also appear in this location.

Nintendo ENTERTAINMENT SYSTEM

directly to your ultimate objective — the TechnoScorch Silos. Unfortunately, you'll also find the Sheik's notorious Confusion Guards who are waiting to put the hurt on you.

While exploring this uncharted maze, be sure to retrieve all the objects you find. Some of these objects will replenish your life and ammunition. But more importantly, many will prove to be your only hope of survival, and without them you'll be lost forever in a maze of confusion.



Control Pad

B Button

A Button

Control Pad

Press Up to move forward through the maze. Press Left or Right to change direction, or Down to retreat. **Note:** Once you're engaged in battle, you cannot retreat.

B Button

Press to open maze doors.

A Button

To return to a previous room, press the A Button.

Nintendo ENTERTAINMENT SYSTEM

**IF THESE GUYS HAVE ANYTHING TO SAY ABOUT IT,
THE SHEIK WILL INHERIT THE EARTH!**

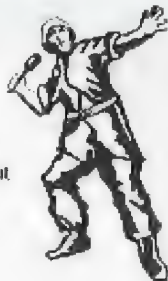
**Captain
Yassir
Heesmybaby**

The leader of the
Goon Squad
(and I don't
mean maybel)



Taj Sabotage

Watch out, or he'll put
a whole lot of hurt
on you.

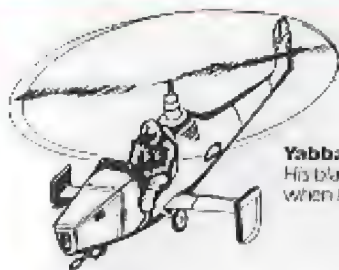


The Sandman

If he dusts you, you'll
never wake up.



Nintendo ENTERTAINMENT SYSTEM



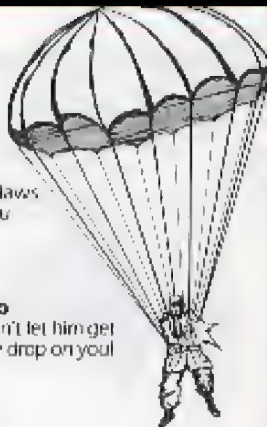
Yabba Dabba All Babba

His blades are like an eagle's claws when he swoops down on you.



Kurt Slitagut

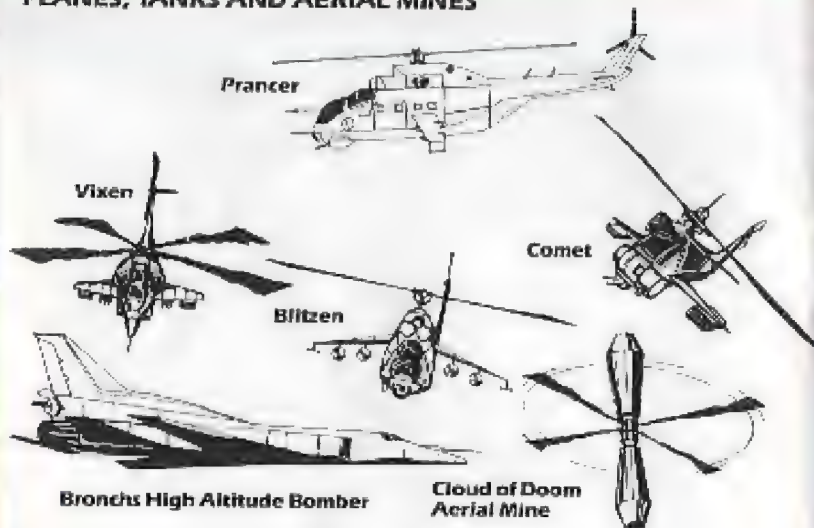
Developed his skills carving holiday turkeys for the Sneek.



Rip

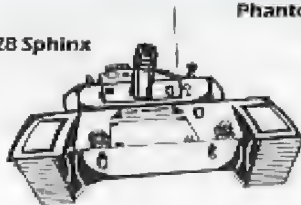
Don't let him get the drop on you!

PLANES, TANKS AND AERIAL MINES



Nintendo ENTERTAINMENT SYSTEM

T-2B Sphinx



The T-80 Pharaoh
Phantom



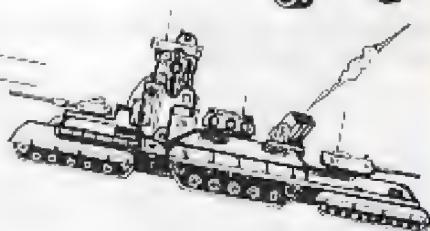
The Sand Blaster



The Watch Dog



The Great Pyramids of Firepower



Treat Your Konami Game Pak Carefully

- This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV.

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Konami Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Nintendo ENTERTAINMENT SYSTEM

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, it may cause interference with the operation of other electronic equipment. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the requirements in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in residential installations. However, there is no guarantee that interference will not occur in particular installations. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the antenna of the receiver.
- Reposition the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

Following the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following possibilities suggested by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20540. Stock No. J04-000-003-9-4.

Konami® is a registered trademark of Konami Industry Co., Ltd.
Laser Invasion™ and LaserScope™ are registered trademarks
of Konami Inc.
Nintendo, Nintendo Entertainment System®, NES™ and Zapper®
are registered trademarks of Nintendo of America Inc.
© 1991 Konami, Inc.
All Rights Reserved

COMING THIS FALL TO THE ENTERTAINMENT SYSTEM

It's the most exciting time of the year for Nintendo fans. The fall season brings with it a new crop of Nintendo Entertainment System games. And this year, more than ever before, the games are better than ever. From action to adventure, from sports to strategy, there's something for everyone. And the best part? They're all available on the Nintendo Entertainment System. So get ready for the fall season with a new Nintendo game. You won't be disappointed.

• **Castles in the Sky** - A new action-adventure game from Nintendo. You'll be flying through the sky, fighting off evil forces, and saving the world. It's a thrilling ride that will keep you on the edge of your seat.

• **Dragon Warrior** - A new role-playing game from Enix. You'll be joining a party of heroes on a quest to save the world from a powerful evil. It's a classic RPG with a new twist. And it's available on the Nintendo Entertainment System.

• **Super Mario Bros.** - The classic game that started it all. Now it's back on the Nintendo Entertainment System. It's a fun, fast-paced action game that everyone loves.

• **Excitebike** - A new action game from Nintendo. You'll be riding a motorcycle through a variety of levels, fighting off enemies, and completing challenges. It's a fast-paced game that will keep you entertained for hours.

• **Metroid** - A new action-adventure game from Nintendo. You'll be exploring a vast, alien world, fighting off evil forces, and saving the planet. It's a thrilling game that will keep you on the edge of your seat.

• **Super Mario Bros. 2** - The sequel to the classic game. It's a fun, fast-paced action game that everyone loves. And it's available on the Nintendo Entertainment System.

THE NINTENDO ENTERTAINMENT SYSTEM

The Nintendo Entertainment System (NES) is a home video game console developed by Nintendo for the home entertainment market. It was first released in Japan in 1983 under the name Famicom, and later in North America in 1985 under the name NES. The console is known for its distinctive design, featuring a grey plastic casing with a red "F" logo on the front. It is a 32-bit console, capable of playing games in both 2D and 3D. The NES is compatible with the Famicom and the Super Famicom, and it is also compatible with the Super Nintendo Entertainment System (SNES) and the Nintendo 64.

The NES is a popular console among gamers, and it has a large library of games. Some of the most popular games include Super Mario Bros., The Legend of Zelda, and Super Mario Bros. 2. The NES is also known for its high-quality graphics and sound, and it is considered one of the best consoles of all time.

The NES is a great choice for anyone looking for a high-quality home video game console. It is a versatile console that can play a wide variety of games, and it is also compatible with other Nintendo consoles. The NES is a great choice for anyone who wants to enjoy the best of Nintendo gaming.

ROMAN

Nintendo ENTERTAINMENT SYSTEM

OFFICIAL MAIL-IN REBATE CERTIFICATE

To receive your \$10.00 rebate on the Konami LaserScope™ Voice Command Optical Targeting Headset, mail the UPC bar code which you must cut from the LaserScope package (see example) and your dated cash register receipt with the LaserScope price circled, along with this completed certificate to:

LaserScope \$10.00 Rebate Request
P.O. Box 23563
Milwaukee, WI 53224



Your rebate should be sent to: (PRINT CLEARLY)

NAME _____ AGE _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

PHONE () _____

Rebate offer is good on LaserScope purchase made from May 1, 1991 through September 30, 1991, or while supplies last, whichever comes first. Rebate requests must be received no later than October 31, 1991. Limit one per family or address. No cash claims submitted by groups or organizations will be honored. Offer valid in U.S.A. and Canada (except Quebec). Void where prohibited, taxed or restricted. Only this certificate will be accepted; reproductions will not be honored. Allow 6-12 weeks for delivery.

©1991 Konami, Inc.

 **KONAMI®**